NTR-A2LP-NOE

ANNO
1701

Touchstone

HOW TO PLAY

Art. No.: NA2LPNOE1M 0609/NK

This Nintendo DS card only works with Nintendo DSTM systems.

2 - 4

WIRELESS MULTI-CARD GAME
THIS GAME SUPPORTS WIRELESS MULTIPLAYER PLAY, WHICH REQUIRES EACH NINTENDO DS SYSTEM TO CONTAIN ITS OWN DS CARD.
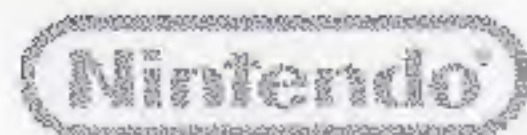
2 - X

WIRELESS MULTI-CARD GAME
THIS GAME SUPPORTS WIRELESS MULTI-SPIFI FR+ GAMES WHICH REQUIRE EACH NINTENDO DS SYSTEM TO CONTAIN ITS OWN 1701 CARD.

IMPORTANT: Please read the enclosed Health and Safety Information carefully before using the Nintendo DS system, Nintendo DS Game Card, game pack or any other accessory. It contains important health and safety information. Please read the game manual carefully to ensure you get the most out of your new game. It also contains important warranty and service information. Please keep this manual for future reference.

IMPORTANT: The use of illegal peripherals with your Nintendo DS system may cause this game to not work.

Wireless DS data transfer (multi-card game)

To establish a Dralulose DS data transfer with the Nintendo DS system:

Required components

Nintendo DS-System ....One per player

ANNO 1701 map ....One per player

Required steps

1. Make sure all Nintendo DS systems are turned off and insert the DS card correctly into the card slot.

2. Turn on all Nintendo DS systems. If the Nintendo DS system's start-up mode is set to Manual Mode, the DS Menu screen will appear. If the system's start-up mode is set to Auto Mode, skip the next step and go to step 4.

3. Touch the ANNO 1701 button.

4. Follow the instructions on page 20.

Instructions for establishing a wireless DS data transfer

Please note the following instructions to ensure the best possible process:

The icon indicates DS Wireless Communication. It is visible either on the DS Menu screen or on the game screen. When the DS Wireless icon is displayed, it means DS Wireless Communication is active. The use of wireless communication technology is prohibited in some locations, such as hospitals and aircraft. Please also read the Health and Safety Information regarding the use of DS Wireless Communication included with your Nintendo DS system.

The icon on the screen shows the strength of the signal for the Wireless DS-Data transfer. There are 4 different signal strengths. With a stronger signal, the wireless DS data transfer works more smoothly.
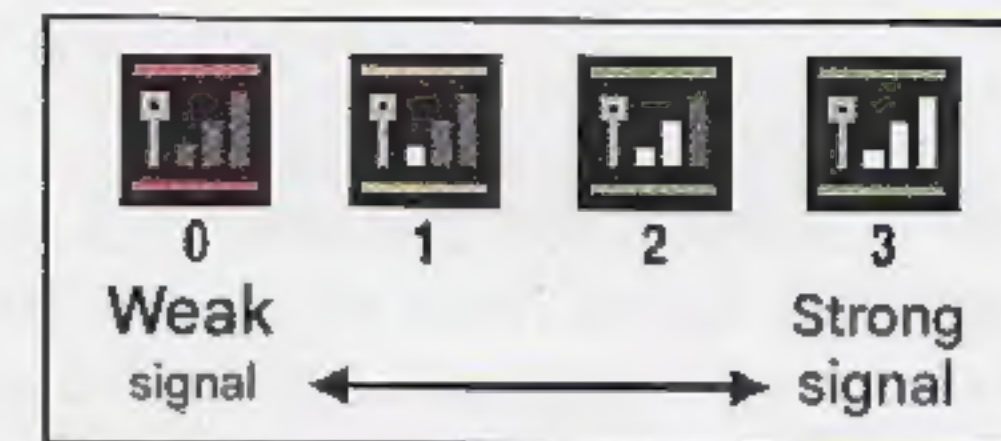
As soon as a wireless DS data transfer takes place, this is indicated by fast Flashing of the power indicator.

For a perfect result, please note the following instructions:

- When starting wireless DS data transmission, keep a distance of about 10 meters or less between the systems, then the distance can be reduced or increased. The signal strength should be at least 2 units for best results.

- The maximum distance between Nintendo DS systems should not exceed 20 meters.

- The systems should face each other if possible.

- Make sure that the connection is not obstructed by people, walls, furniture or other large objects.

- Avoid using the Wireless DS data transmission near devices whose radio frequencies may interfere, such as cordless telephones, microwave ovens or wireless networks (wireless LANs). Consider finding another location or turning off the interfering devices.

This software has six languages to choose from: English, German, French, Spanish, Italian and Dutch. The language used in the software does not depend on what language you have set in the system, but rather on what language you set when you first start the software. Please note that the title on the DS menu screen will be displayed in the language you have set in the system, regardless of what language is set in the game.

1. What is ANNO 1701?

ANNO 1701 takes place in the world of the 17th and 18th centuries. The aim is to discover, develop and settle the New World.

Become an explorer and conqueror and throw yourself into the adventure of a lifetime. Set sail, explore foreign islands and other cultures, and prove your strategic skills, your commercial talent and your skill as a city builder.

The entire ANNO island world can be explored, settled and controlled using the touch pen. While the game progresses on the touchscreen, valuable and game-relevant information always appears on the upper screen.

In addition to a comprehensive campaign full of cutscenes and an exciting endless game mode in which you can freely explore and settle the island world, this game offers you the opportunity to explore and settle an island world with up to three other players via wireless DS data transfer, or to invite the computer opponents to a game.

Create a new, influential colony!

Your main focus should be on building your own thriving and expanding economy. Pay attention to the wishes and needs of your population, explore and settle new islands and build production facilities for a wide variety of goods in order to make your city grow and prosper and to build the largest and most beautiful cities.
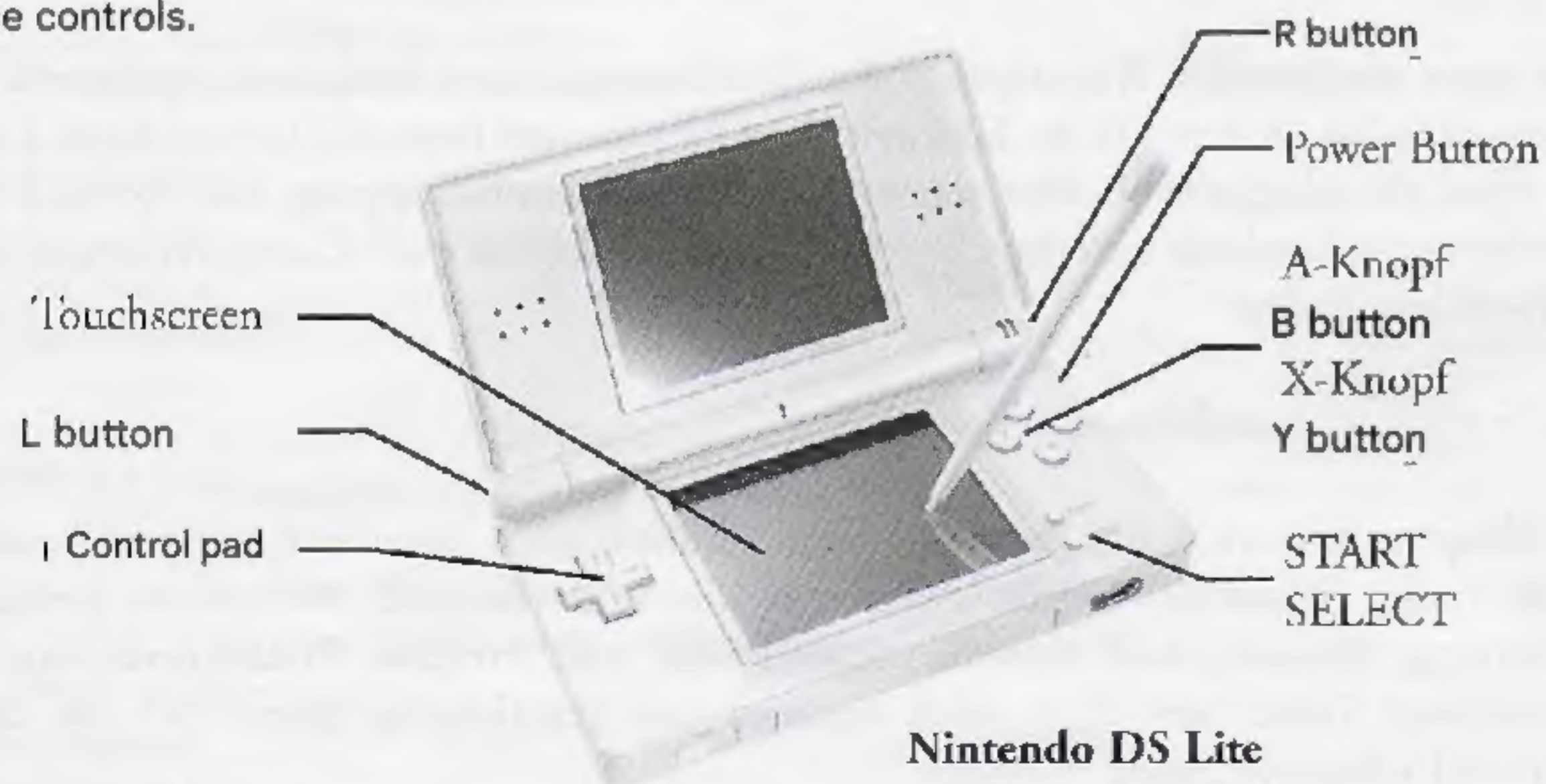
Don't be afraid of military conflicts if the game leaves you no other choice...

Note: More about ANNO 1701 at www.annods.com.

2. Operation

Make sure your Nintendo DS LiteTM system is turned off. Then insert the ANNO 1701 card into the card slot and gently press until it clicks into place. **The logo should be facing down.**

Before you can start playing the game, you should first familiarize yourself with the controls.

R button

Power Button

A-Knopf
B button
X-Knopf
Y button

START
SELECT

Touchscreen

L button

Control pad

Nintendo DS Lite

The touchscreen

Your Nintendo DS Lite has two screens, the upper screen and the lower screen, with the lower screen also being the touchscreen.

ANNO 1701 can be operated entirely using the touchscreen and the touch pen. You should learn four basic techniques for touchscreen operation:

Touch	- means to touch the lower screen once with the touch pen in one place.
Double tap	– bcdcutet to touch the lower screen with the stylus twice in quick succession.
Lead	– means moving the stylus across the lower screen while maintaining light contact with the touchscreen.
Pull	- means to touch something with the stylus and then move it **across the lower screen by swiping the stylus.**

In addition to the control via touch pen and touch screen, the buttons A, B, X, Y and the R button can be assigned special functions via the options menu. Each assigned function is mirrored on the directional pad, i.e. the functions of the A, B, X and Y buttons are then located on the directional pad as follows: left stands for Y, right stands for A, up stands for X and down stands for B. The function of the R button is automatically **mirrored on the L button.**

ANNO 1701 was specially developed so that it can be operated entirely with the touch pen.

Additionally, functions can be assigned to the various buttons via the options menu. More on this later.

Start

After you turn on your Nintendo DS Lite, a health and safety warning will appear. Briefly touch the screen and then touch the title of the game on the next screen. If you have activated Auto Mode, ANNO 1701 will start automatically. Make sure your stylus is undamaged.

Next, the language selection will appear on the screen. Choose the language in which you want to play ANNO 1701.

3. Quick start

Congratulations and welcome to the main menu of ANNO 1701! From here you can choose the game mode (campaign, endless game, multiplayer) and access the options menu.

- The campaign is a good first game because it allows you to familiarize yourself with the controls and gameplay.

- In the endless game, you can choose the conditions under which you want to start in the world of ANNO 1701 completely freely, from the size of the island to the number of computer opponents.

- The multiplayer mode allows you to compete with up to three other players under individual conditions and via wireless DS data transfer.
- In the options menu you can adjust the volume of the music and sound effects, assign special functions to the buttons, enter your player name and specify which language you use to operate the touch pen. You also have the option of displaying the contributors here.

Once you have chosen a game mode, the corresponding next screen will appear. Before we go into detail, let's take a first look at the screen, which is the same in all three game modes.

The game screen

The game screen is divided into two parts: the upper and lower screen, with the lower screen also being the so-called "touch screen". The upper screen functions as an information screen and looks the same in all three game modes.

The top screen

Along the top edge of the screen you will see the status display, which gives you a permanent overview of your current balance, your building materials and the size of your settlement.

At the bottom left of the upper screen you will find a portrait of the advisor, who will always be there to help and advise you during the game. A text field with his messages is displayed below this portrait.

The area to the right of the consultant portrait contains information that relates to your current selection:

If you haven't selected anything, your name and the current number of your residents, your tax revenue, the running costs for public buildings, military buildings and manufacturing and processing companies (excluding the costs for offices and marketplaces), your expenses and your current balance sheet will appear there.

If you touch an empty area on an island with the touch pen, an analysis of the fertility there and the name of its current owner will be displayed.

The fertility indicator shows whether grain, sugar, tea leaves, cotton, spices or cocoa grow on the respective island and whether this island has ore or gemstone deposits. The indicator bar to the right of each resource shows how well it grows on the island. This analysis can help you find the optimal island for your settlement.

Note: Although you can build a quarry on any mountain, iron ore and gemstone deposits can only be found on certain islands.

When you touch a building or a ship with the touch pen, the corresponding information appears above it.

The touchscreen

As already mentioned, the entire game can be controlled via the touchscreen. It also provides you with a wide range of information. The most important source of information is the ANNOpedia, which you can access at any time from the pause menu. Press START to call up this menu. In the ANNOpedia you have the option of accessing the topic of your choice via an index or the categories described. Touch the arrows in the lower right corner of the touchscreen with the stylus to turn the page.

You can obtain information and tips on the current situation at any time by touching the question mark in the upper left corner of the touchscreen. This symbol is accessible in every screen and menu in the game and offers you detailed tips on the currently selected menu or object.

If you are not in a menu and have not selected an object, a description of the main game menu will appear after touching the question mark.

The touchscreen also offers a wide range of feedback, as it allows you to see at a glance how your settlement is doing. Whatever is happening in the game, you will be able to observe it on the touchscreen.

A large part of the touchscreen is taken up by the game screen. On the right you can see the main game menu, which in turn contains other menus and functions of the game: the building menu, the finance menu, your task book, the info mode, the world map and the zoom function. These menus give you access to everything you need to play ANNO 1701 - from buildings to tribute payments.

4. Game modes

ANNO 1701 offers three different game modes:

An extensive campaign including an introductory game (see chapter 4.1), a versatile endless game mode in which you can compete with computer-controlled players without any time limit, and a multiplayer mode for a total of up to four players who can compete against each other via the Nintendo DS Lite's wireless data transfer and with various predefined victory conditions.

4.1 Campaign

The story behind the ANNO 1701 campaign is divided into five "chapters", with the first two chapters introducing the player to the possibilities and controls of ANNO 1701. With each of the five chapters, which in turn consist of various "missions", the challenge to be mastered becomes greater.

The first chapter of the campaign mode of ANNO 1701 is intended for all those who are playing ANNO 1701 for the first time.

In campaign mode, you can gradually build up your colonies and settlements from the beginning, guided by a competent advisor. As the game progresses, you will continually encounter new and exciting characters, each of whom presents a small or even a larger challenge in terms of interaction with them. The further you get in the game, the greater the challenges become, and the continuous adventures that must be endured and mastered will never end. There are a few surprises waiting for you.

The campaign offers you a simple and exciting introduction to the world and game principle of ANNO 1701. ANNO 1701 also represents an exciting and completely new gaming experience, and you can prove what a conqueror, city builder or strategist you are - not least thanks to the constantly increasing difficulty level. The computer opponents are particularly important for you, because they help you create your very own individual ANNO island world and they guide you through the entire story of a game.

As soon as you have achieved all the mission objectives of a chapter, that chapter will end. If you have successfully completed a chapter, you can access it again at any time in campaign mode and try your luck again.

To start the game in campaign mode, you have the following options:

- Start new game: The game starts from the beginning and the advisor guides you step by step to the Zicl.
- Select chapter: If you have already successfully played one or more of the five chapters, you will have the option to go directly into one of the completed chapters or the following chapter.
- Load Game: If you have already started the campaign and saved your game, you can use this option to reload it and continue playing where you left off.

4.1.1 History

It was once an ... aging king who dreamed of discovering the New World and sent a fleet led by his two best men to explore the other side of the ocean. Some of his ships never returned because one of the two captains turned out to be a traitor to the kingdom.

The king grew older and one day he handed the crown over to his daughter. She solemnly promised him that she would continue to explore the New World. But the powerful Queen Elisa, a very irritable person, also pursues her own circles in the New World and has already settled there with her entourage. Her power over the new colonies is constantly growing. ...

4.1.2 Task book

You can access the task book at any time during the campaign by touching the book symbol to the right of the main screen once with the touch pen. It gives you an overview of the tasks to be completed in the chapter you are currently playing.

Basically, the task book is a list of all the tasks that you have to complete within the current chapter. If you touch one of the tasks on the lower screen with the touch pen, you can read details about your task on the upper screen.

14994 30 30 30 64

Main mission
You must first establish a settlement. Provide the pioneers with everything they need so that they can become settlers. Make sure you have a positive balance.

SUCCESS: Fantastic! You have the required number of

Task book

Build your first settlement.

Supply your settlement with wood.

Dispose of the streets of the old settlement.

Batte at least & houses.

You can use the plus or minus sign to the right of the mission topic to open and close a mission. This way you can always see which sub-missions of a mission you have not yet completed. All missions that have already been completed are marked in green, and their respective sub-missions are then closed. Missions that have not yet been completed are marked in red, sub-missions that have not yet been completed are marked in orange and are still opened. Completed sub-missions are marked with a green tick. A star marks a newly added mission or sub-mission.

4.1.3 Advisor messages

During the campaign, you can access the advisor's "diary" at any time via the ....symbol and view his last ten messages.

Since you receive important hints or messages from the advisor in certain game situations, it is often helpful to look at them again in order to get practical tips for your current mission. The advisor is, after all, an important Z11 source of information, because

- informs you about the missions,
- focuses your attention on specific events that require your attention,
- reports to you any grievances in your settlement and complaints or complaints from your population,
- warns you of impending attacks and
- gives helpful tips from time to time on how you can handle a task even better.

ACHIEVEMENT!
You have
built a great settlement.

Just the look on the consultant's face while he gives his advice and tips says a lot about the current situation. Prepare to be surprised!

4.2 Endless game

In the endless game, you have to explore undiscovered land, successfully settle it and finally expand your sphere of influence.

If you touch Endless Game > Start New Game with the touch pen, a menu will appear on the screen where you can make all the settings for the game.

Endless game

Start new game

Load game

Population: 0
Gold: 38964
Playing time: 00:11
Light

4.2.1 Select your own profile and computer opponent

By touching the left portrait window once with the touch pen, you can select both your player color and your favorite player portrait. Touch the green check mark at the bottom right with the touch pen to confirm your entry, or the red "X" at the top right to discard the previous selection.

If you touch one of the three other - initially empty - portrait windows with the touch pen, you can select up to three computer opponents one after the other against whom you would like to play your game.

If you have touched one of the portraits in the selection menu once with the touch pen, you will receive information about how the respective computer opponent is classified as an opponent (easy, medium or difficult), how quickly he builds, how much he likes to trade and how strongly he uses his military forces. Here, too, you confirm your entry by tapping the green check mark in the bottom right with the touch pen, you discard the previously made selection or remove the opponent by tapping the red "X" in the top right.

By touching one of the two "Change" buttons with the touch pen, you can make the following presets:
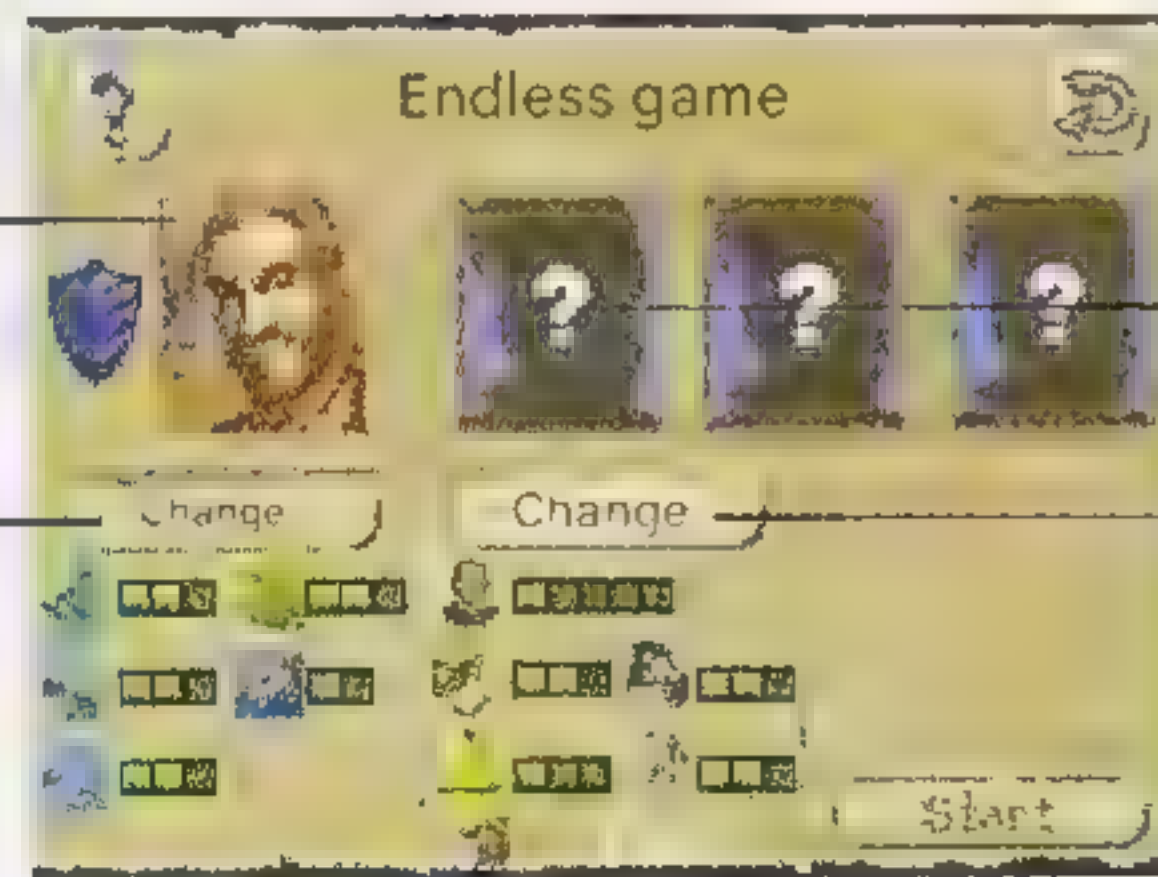
Own profile

Map settings
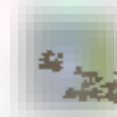
Computer opponents

Game settings

4.2.2 Map settings

Number of islands
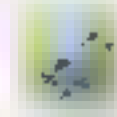
Here you can specify how many islands you want to have in the ANNO island world. Choose between low, medium and high.

Island size

Here you choose the size of the islands in the ANNO island world. Choose between small, medium and large islands.

Island distance

Here you decide how far apart the individual islands should be from each other. Choose between small, medium and large.

Fertility

Here you determine how much fertility should be present on the islands. Choose between low, medium and high.

Undiscovered area

Here you determine what percentage of the ANNO island world should be hidden - i.e. undiscovered - when you start your game. Choose between 100, 50 and 0 percent.

4.2.3 Game Settings

stage of development

Here you can choose which buildings of which civilization level you want to start with, so that you can build all the buildings up to the selected level right from the start. Should it be those of the pioneers, the settlers, the citizens, the merchants or the aristocrats?
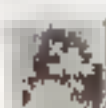
Were at the start of the game

Here you can decide whether you want to start the game with few, medium or many goods.

Starting capital

Here you can decide how much gold you want to start the game with. You can choose freely between 5,000 and 25,000 gold pieces, increasing in increments of 1,000.

Pirate attacks

Here you decide how often the pirates should or may attack you during the game. Choose between none, rarely, medium and often.

Disaster frequency

Here you can choose how often natural disasters should or can strike the island world. Choose between none, low, medium and frequent.

Difficulty level

At this point you have three different presets available for the general difficulty level of your personal endless game.

This setting mainly affects the amount of tax revenue you earn and the strength of your computer opponents. The greater the difficulty, the less money you earn from tax revenue and the stronger your opponents are.

Note: The endless game is - as the name suggests - "endless". However, this game mode ends when you are either bankrupt despite a one-time loan, or when another player has driven you out of the island world.

4.3 Multiplayer mode

The multiplayer mode of ANNO 1701 offers up to four players the opportunity to compete against each other in the network. There are ten different characters and six different player colors to choose from, from which each player can select their favorite.

In multiplayer mode, players start with a ship full of gold and building materials in the middle of the world map. Depending on the preset game goal, they then have to build a settlement or fight against the other players.

4.3.1 Create/Join a Game

Start multiplayer mode as game master:
Start ANNO 1701 -> Multiplayer -> Start new game -> Wait until all players are there (they will appear in the menu with a picture of the character) -> Start.

Start multiplayer mode as a fellow player:
Start ANNO 1701 -> Multiplayer -> Join game -> Wait until the game master's name appears in the menu > Select the game master's name -> Click on "Join" -> Wait until the game master starts the game.

The game leader initially has the option of making the same pre-settings as in an endless game. Instead of computer opponents, however, human players join in, who can choose their own player portrait and player color.

@chrplayer

Set up the game

Join game

The game leader has the following additional options:

- the map presets (see endless game: number of islands, island size, distance between islands, fertility, undiscovered area) predefined island worlds can be selected for different numbers of players.
- Setting a victory condition for the multiplayer game (see also 4.3.2).

4.3.2 Setting victory conditions

You can choose between one of the following victory conditions:

- **Gold rules!** - The game leader chooses an amount at which the game is considered won. Whoever gets this amount first wins the game.

- **Fast growth!** - Whoever reaches a certain number of inhabitants first wins the game.
- **Conquer islands!** - Whoever manages to conquer a certain, predetermined number of islands first wins the game. The aim is to take as many islands as possible from the other player.

- **Time is short!** - Whoever manages to reach the highest score within a predetermined time period wins the game.
- **Earn points with missions!** - Whoever reaches a predetermined score first wins the game. These points are earned by completing missions.

Tribute menu

4.3.3 Paying Tribute

If you want to pay tribute to another player, you can go to the special tribute menu accessible via the finance menu - first select the player you want to receive the tribute, then choose the type of tribute and the amount, and send the tribute to the player by touching the symbol with the two shaking hands with the touch pen.

Note: While in multiplayer mode only gold can be paid as tribute to other players, in the campaign resource tribute payments are also possible.

Pay tribute
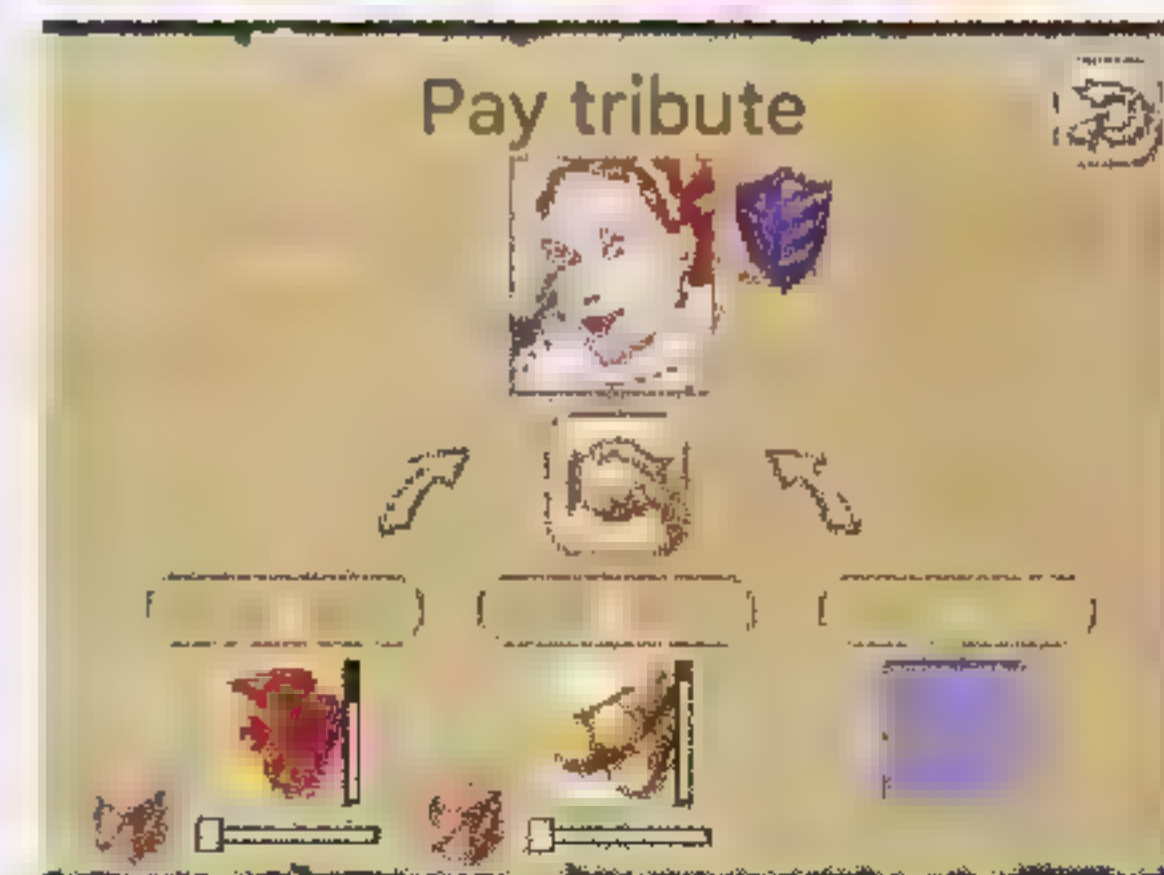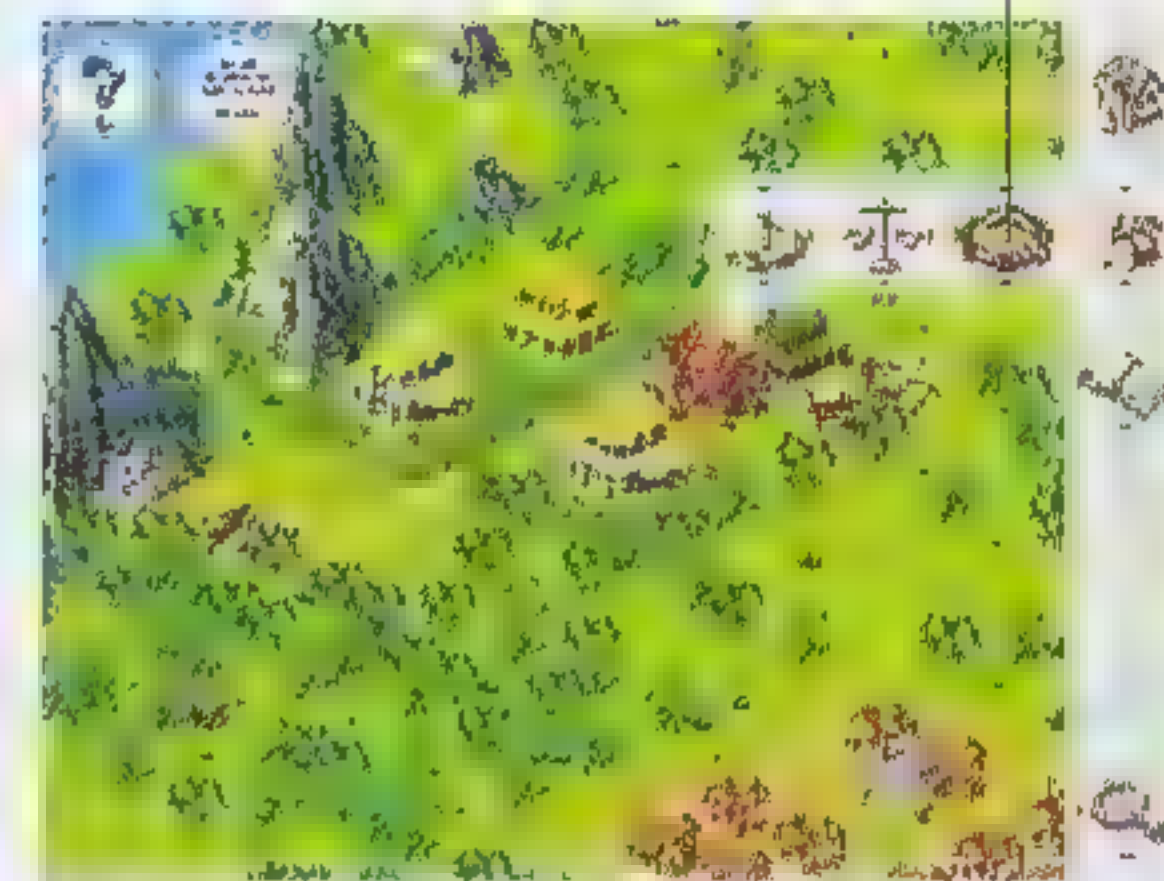
5. Gameplay

5.1 Discover

Discovery plays an important role in ANNO. During the game you will have to discover new things again and again, for example at the beginning from the high seas a suitable island to build a civilization or later a new island on which a much-needed resource thrives.

At the start of the game, all you need is the explorer ship. However, without a map of the island world, it can take a while until you discover a suitable island. So let's start at the beginning:

To discover the ANNO 1701 island world, all you have to do is touch the ship with the touch pen and then its "Discover" symbol. Alternatively, you can touch the "World Map" symbol in the right-hand menu with the touch pen. The world map will then appear together with a list of all your ships and three other symbols at the bottom right.

When you select an explorer ship, you will always see these three symbols:

- An anchor for "Stop Ship",
- a lookout (crow's nest) for "discovery" and
- an office for "turning a ship into an office".

Select the Explore icon and then touch the point on the world map that you want to explore by ship.

Tip: By moving your stylus from a selected exploration point across the touchscreen, you can expand the area that your ship can explore.

Alternatively, you can touch the world map icon and then touch the name of the ship from the ship list before touching the discover icon to send the ship off. Undiscovered areas of the map are hidden under a kind of fog.

As soon as your ship discovers a new island, you will see it appear immediately if you are in the world map view. Otherwise, the advisor will immediately inform you of the discovery if you are in the game view. If the advisor informs you of the discovery of a new island, you can jump directly to the island view using the jump symbol (orange arrow).

To move your ship over short distances, for example when it is already near an island, you can first select it, then touch the "Move" symbol (red arrow) with the touch pen and then touch a target point.

If you touch a free area on an island with the touch pen, an analysis of the fertility there and the name of its current owner will appear.

The fertility indicator shows whether grain, sugar, tea leaves, cotton, spices or cocoa grow on the respective island and whether this island has ore or gemstone deposits. The display bar to the right of each resource shows how well it grows on the island. This analysis can help you find the optimal island for your settlement.

Although you can build a quarry on any mountain, iron ore and gemstone deposits can only be found on certain islands.

> Note: Only one player can settle on an island at a time! If an island is already settled, you cannot build an office there.

As soon as you have discovered an island, you can jump directly to the view of this island by touching the office symbol in the ship menu on the world map and then touching the island you want to settle on. The areas of the island where it is possible to build an office are then marked by an office symbol above a flashing office silhouette. As soon as you touch one of these symbols with the touch pen, your explorer ship will immediately sail to this location, where it will automatically be converted into an office.

Congratulations! By building the office you have laid the foundation for your settlement.

> Note: When you build the office, the explorer ship is automatically dismantled and used as building material. This means that you lose an explorer ship every time you build an office.

5.2 Settle

Building a thriving settlement and developing your population from pioneer status to wealthy aristocratic status is a big and exciting challenge. But even the longest journey begins with the first step, and that also applies to ours:

The first and most important step in establishing your settlement is to build an office. Here you can store, buy and sell goods and trade with your fellow players. The office's sphere of influence also shows the area in which you can currently start building.

Every building in ANNO 1701 has a certain radius of influence, which represents the area of effect of the respective building. For example, the radii of influence of offices and marketplaces determine the entire settlement area of your island. You can only build buildings in this area. The individual sphere of influence of a building is marked as soon as the building has been selected. Buildings that are part of a production chain should always be built within the radius of influence of the associated buildings. For example, a stonemason needs a quarry in his immediate vicinity in order to be able to work.
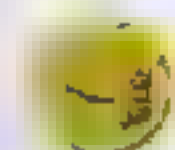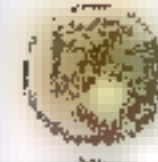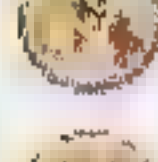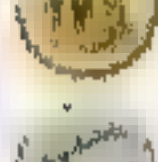
In addition to house construction and demolition, there are eight different building categories, which include material buildings, food buildings, production buildings, public buildings, protective buildings, and military and ceremonial buildings.

Material buildings are buildings that produce building materials.

Food buildings are buildings used for food production.

Production buildings are used to produce consumer goods.

Public buildings include schools, market squares, churches, etc.

Shelter buildings protect the settlement from fire, disease or crime.

Military buildings are used to produce and improve ships and troops.

Magnificent buildings are buildings that increase the satisfaction of the population.

Roads are needed to connect buildings and to allow the market cart to collect the goods produced from the various production sites and transport them to the office or one of the market houses for storage. Roads also play an important role for the guard, fire station and medic, as these can only protect houses that have a road connection.

Each building category is characterized by an individual color of the building roofs; this allows you to see at a glance which buildings are where and never lose track of the current state of your settlement. For example, public buildings such as the school have blue roofs and military buildings have green roofs.

Note: You can find further information about the individual buildings in the ANNOpedia, which you can access at any time via the pause menu by pressing the START button.

When you start settling an island, the needs of your inhabitants are still relatively low; they only require wood as building material and a few food items. To satisfy these needs, you should build a log cutter's hut and a fisherman's hut as quickly as possible. These need a road connection to the office. You can then build some houses for your pioneers. In the meantime, the advisor is always available to give you helpful tips on what to do next.

Your main task is to fulfill all the needs and wishes of your population, because this is the only way your residents will remain happy and perhaps soon advance to the next level of civilization. You also benefit from making your residents happy, because: Happy residents are happy to pay higher taxes! And since taxes are your main source of income, it is definitely worth responding to the wishes of your population.

There are a total of five civilization levels:

- Pioneers
- Settlers
- Citizens
- merchants
- Aristocrats

Each of these levels contains new needs and, as a result, new buildings. When all the needs of a civilization level are met and all the inhabitants are happy and content, the Einwoliners automatically advance to the next civilization level. The higher the civilization level, the more difficult it becomes to satisfy all needs. You can find more information about the needs of the individual civilization levels in the ANNOpedia.

5.3 Feedback

To play ANNO 1701 successfully, you need a constant flow of information. To keep you up to date with everything that is happening in the island world, the game constantly provides you with information in a variety of ways.

Your first and most important source of information is the advisor, who evaluates your actions as good or bad and who also gives you important feedback through his facial expression, which is adapted to the situation and the content of his statement.

Your second source of information is the status bar at the top of the top screen. It 2002841 provides you with about your balance, the available building materials and the population.

The third source of information is the so-called info mode, which consists of symbols that float above the buildings or mountains and provide you with relevant information. The most important symbol you can encounter here is the red exclamation mark.

It appears whenever a particular building requires your attention due to problems, for example when a production building lacks a road connection. In such a case, the building menu receives an additional question mark symbol, above which a help window opens that informs you about the problem and possible solutions.
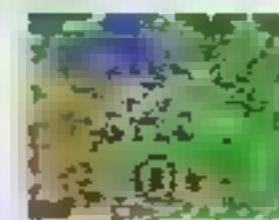
There are two settings for the information offered in the info mode: The "minimal" setting provides you with the basic information, while the "maximum" setting provides you with all the details, such as the number of troops stationed in a military building. You can find out more about the individual symbols in the info mode and their meaning on the ANNOpedia.
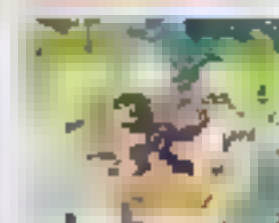
A fourth and very important source of current information is the help window of your residents. If you touch one of the residential buildings with the touch pen, the corresponding residential building menu will be displayed. There you will always see two symbols: the "Duplicate building" and the "Demolish building" symbols. A third symbol, the question mark, only appears when the residents have a request or a problem. Tapping this symbol will open the help window and give you detailed information about the things that the residents of the selected house would like to point out to you.
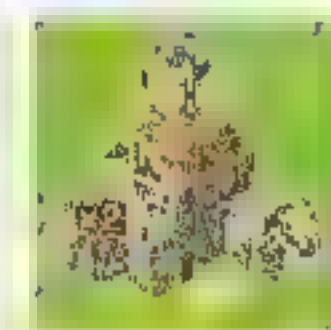
The crowd in front of the office lets you see at a glance how happy the residents of your settlement are with you. If they cheer, you have really done a good job.
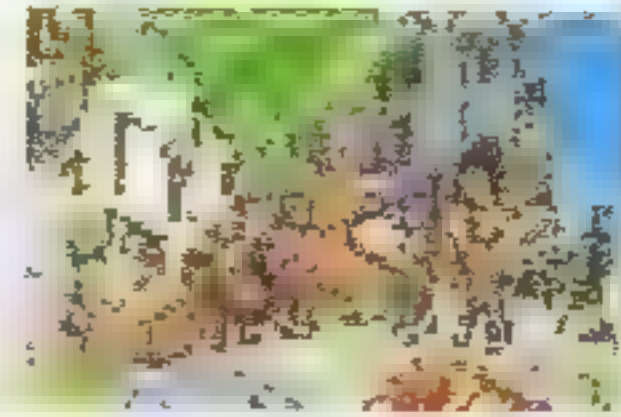
5.4 Action

Trade is an effective way to earn more money or to get hold of products that you cannot produce yourself. Trade can also be used as a means of exerting political pressure. You can trade, i.e. buy and sell, goods via the trade market. Players cannot trade with each other, but they can give gold via the tribute menu.

Regardless of how many islands you have settled or how many offices you own, all available goods are accessible through a single central warehouse. This means that you don't have to worry about transporting goods from one place to another. If you produce different goods on different islands, you can still automatically trade all goods on all your islands.

Trading itself works the same in all three game modes: all your goods are in a central warehouse. To do this, first select the finance menu by tapping it and then move the touch pen to the trade symbol, which looks like a wooden box. Your warehouse menu will then appear, where you can see all the goods that you can currently buy and sell. The display is limited to the goods that you already own and those that your population demands in addition. The vertical display to the right of each good shows you the current inventory.

If you then touch the goods you want to buy or sell with the touch pen, the trading screen appears. There you will see the selected goods, which are flanked by a "buy" (yellow arrow) and a "sell" (blue arrow) symbol. Below each arrow there is a display that allows you to set the quantity to be bought or sold, and below that you can see the quantity set for purchase or sale and the price you will pay or receive for it.

Trade
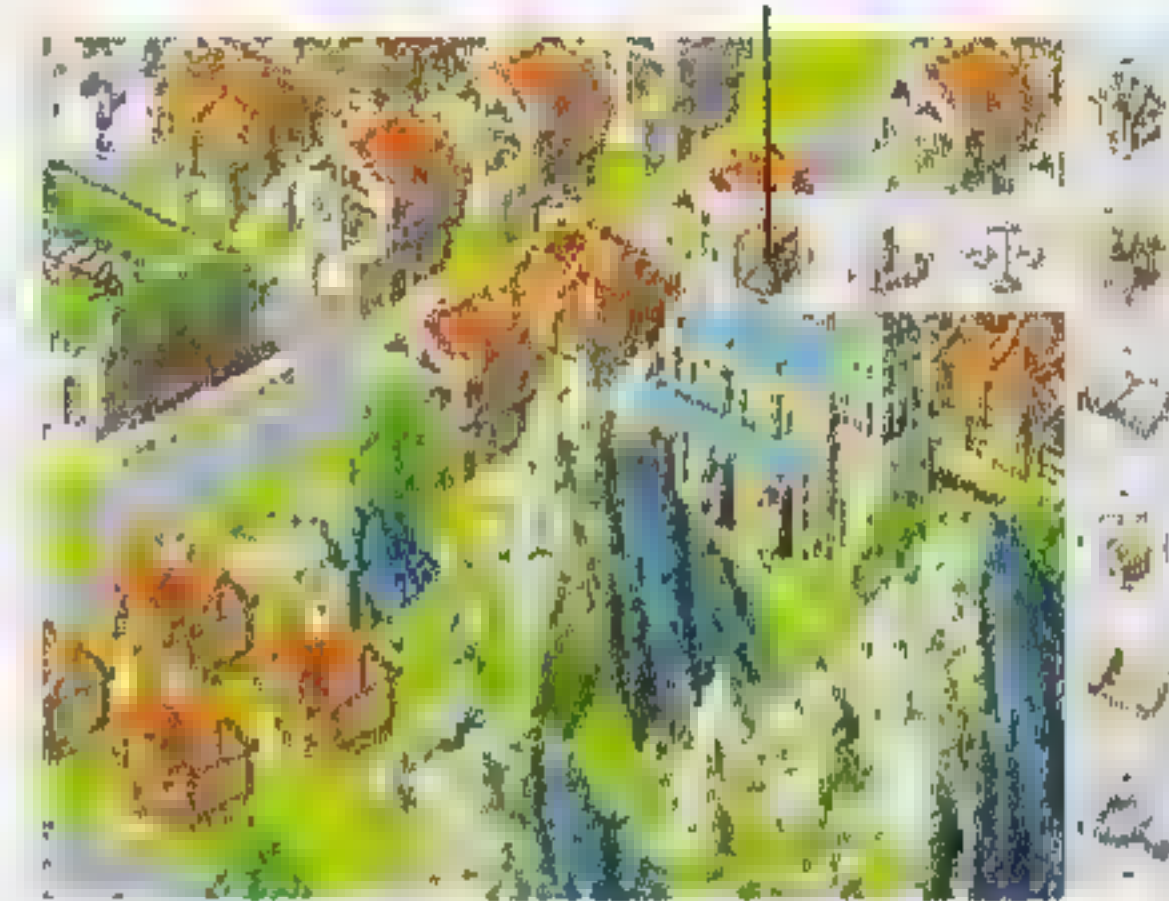
The prices themselves change dynamically in ANNO 1701 and are dependent on supply and demand. This means that the price of a good will inevitably fall if there are large quantities of this good on the market. And the rarer a good is or the higher the demand for this good, the more expensive it becomes. The price only falls again when a player sells sufficient quantities of this good to meet demand and thus replenishes the stock of the central warehouse.

Act

So, for example, if you initially hold back a highly sought-after product from the market, you can put your opponents in considerable difficulties, which will be very profitable for you, as soon as you bring the product onto the market.

5.5 Military

5.5.1 How Military Mode Works

The military mode follows a simple principle: By building a barracks, you can train troops. To do this, you then determine the need for troops for the respective military building, such as the office, the market house or the barracks themselves. You can recognize the military buildings by their green roofs. The troops are then trained in the barracks and sent to the military building that requested them.

You can request troops in the following buildings:

- Barracksc
- office
- Markthaus
- shipyard
- outpost
- bridgehead
- academy

You can also load trained troops into a warship, for example to attack an enemy. But we'll come to that later
. . .

5.5.2 Requesting and stationing troops

To train troops you need a barracks.

By touching the corresponding military building with the touch pen, the building menu opens. Here you will find the military symbol - two crossed swords. Touch this symbol and you will be taken to the military menu. Move the "Request troops" slider so that the number of troops you want for this building is displayed. As soon as you have done this, the corresponding troops will automatically be trained in the barracks and sent to the building from which you requested them. To the right of the slider you will find the "Urgent" symbol; tapping this symbol marks your troop request as so urgent that troops are withdrawn from other buildings and sent to this building immediately. Below the "Request troops" slider is the "Move/Attack" slider. You can use this to send troops to other military buildings or to give the troops an attack order, for example if a building is occupied by an enemy or you want to take over an enemy building. Request troops Move/Attack

Shipyard
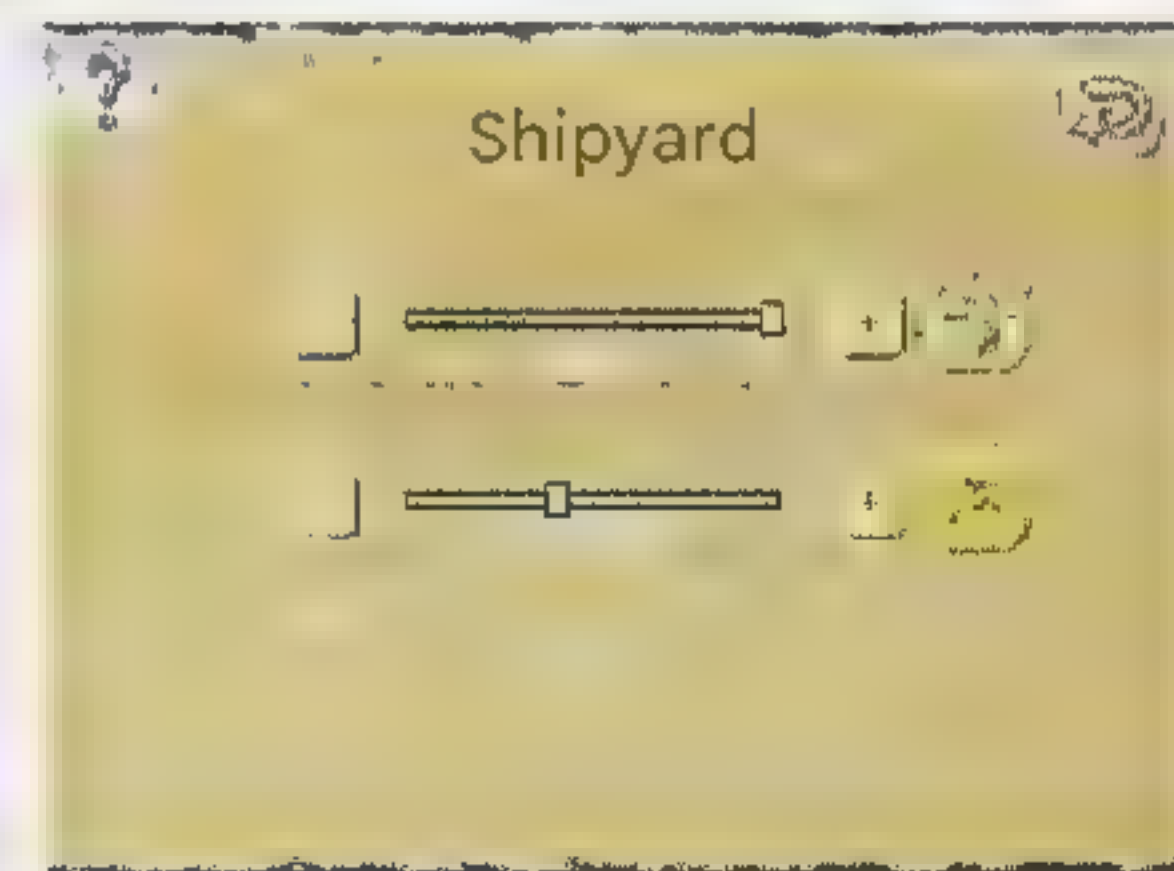
Just like military buildings, warships can also request troops in the same way. A warship simply needs to anchor near an office so that the requested troops can board from there.

5.5.3 Warships

There are two types of ships: Explorer and warships. The purpose of explorer ships has already been described (see chapter 5.1). Warships can be navigated in the same way as explorer ships, but are used to attack enemies. Each warship can initially transport up to 30 troops. It can be upgraded twice in total, with the number of troops it can transport increasing each time. If you attack an enemy island with a warship, the warship automatically becomes a bridgehead from which your troops can attack the enemy.

5.5.4 Defending the Cigene Island

Technically speaking, defending your own island against enemy attacks is relatively easy: As mentioned before, you can station troops in all military buildings. If an enemy then launches an attack on this building, the troops will defend the building as best they can. If you feel that there are not enough troops stationed in a building to defend it in the event of an attack, you can use the "Move" command (see chapter 5.5.2) to send additional troops to this building and strengthen your troops in battle.

Tip: Always remember that the barracks in particular must be well defended, as it is the only building with the ability to train troops.

5.5.5 Attacking an enemy island

The attack on an enemy island should always be well planned. Technically speaking, it works like this: If you sail to an enemy island with one or more warships and establish a bridgehead there, you can try to capture the enemy military buildings there one after the other. Every building you capture on an enemy island increases your sphere of influence. The fact that the buildings themselves do some of the work is particularly helpful when you capture an enemy barracks, because these buildings must be constantly defended in order to prevent an attack or to specifically prevent an attack (see chapter 5.5.4). You should also build outposts within the radius of influence of your bridgehead in which you can station your troops. This gives you the opportunity to build a large and powerful army to launch an invasion and expand your sphere of influence. As soon as you have captured all the military buildings on an enemy island, the island is yours.

Whether you are attacking an enemy island or defending your own island, one thing always remains the same: Whenever you touch an enemy building with your touch pen, its radius of influence is displayed. This way you can see which of the enemy buildings, which are always surrounded by a thick red line, you can attack at any given moment.

6. Frequently Asked Questions

Q: How can I produce units?
A: In order for barracks to produce units, you must request troops from a corresponding building. The barracks will then build the required number of units and automatically send them to the corresponding building.

Q: My farms/plantations are producing little or nothing. The farm fields remain bare.
A: Before you build a farm or plantation, you should make sure that the corresponding plants can grow on this island. To do this, touch the island and look at the fertility of the island in the upper screen. The colored bar shows you how well the respective plants grow on the island. Grain, sugar cane, tea leaves, spices, cotton and cocoa can only be grown on certain islands.

Q: The fire station does not put out my burning houses even though it is right next to them.
A: In order for the fire station to put out a fire, the house must be within the fire station's radius of influence and connected to it by a road. The same applies to the doctor and the station.

Q: How do I conquer an enemy island?
A: You can do this by building a bridgehead on the island and, if necessary, training — troops to take possession of offices and market houses. Then the island belongs to you.

Q: What is a bridgehead and what is it good for?
A: A bridgehead is an attack building that you can build on an enemy island using a military ship to launch attacks on other buildings from there. To increase your area of influence on enemy islands, you can build outposts.

Q: Can you play against computer opponents in multiplayer mode?
A: No, you can only compete against computer opponents in endless play.

Q: What are the civilization levels?
A: There are five civilization levels in total, and each level is characterized by new needs of the inhabitants and their desire for goods and public buildings. The higher the civilization level, the more demanding your population becomes.

Q: Can I also use the buttons on the Nintendo DS Lite or can I only control the game with the stylus?
A: In the options menu under "Shortcuts" you can assign different functions to each key.

Q: How can I change my player portrait?
A: The portrait can only be changed in endless play and in multiplayer mode. You select the portrait and player color by touching your current portrait (the first from the left) with the touch pen. (see chapter 4.2.1)

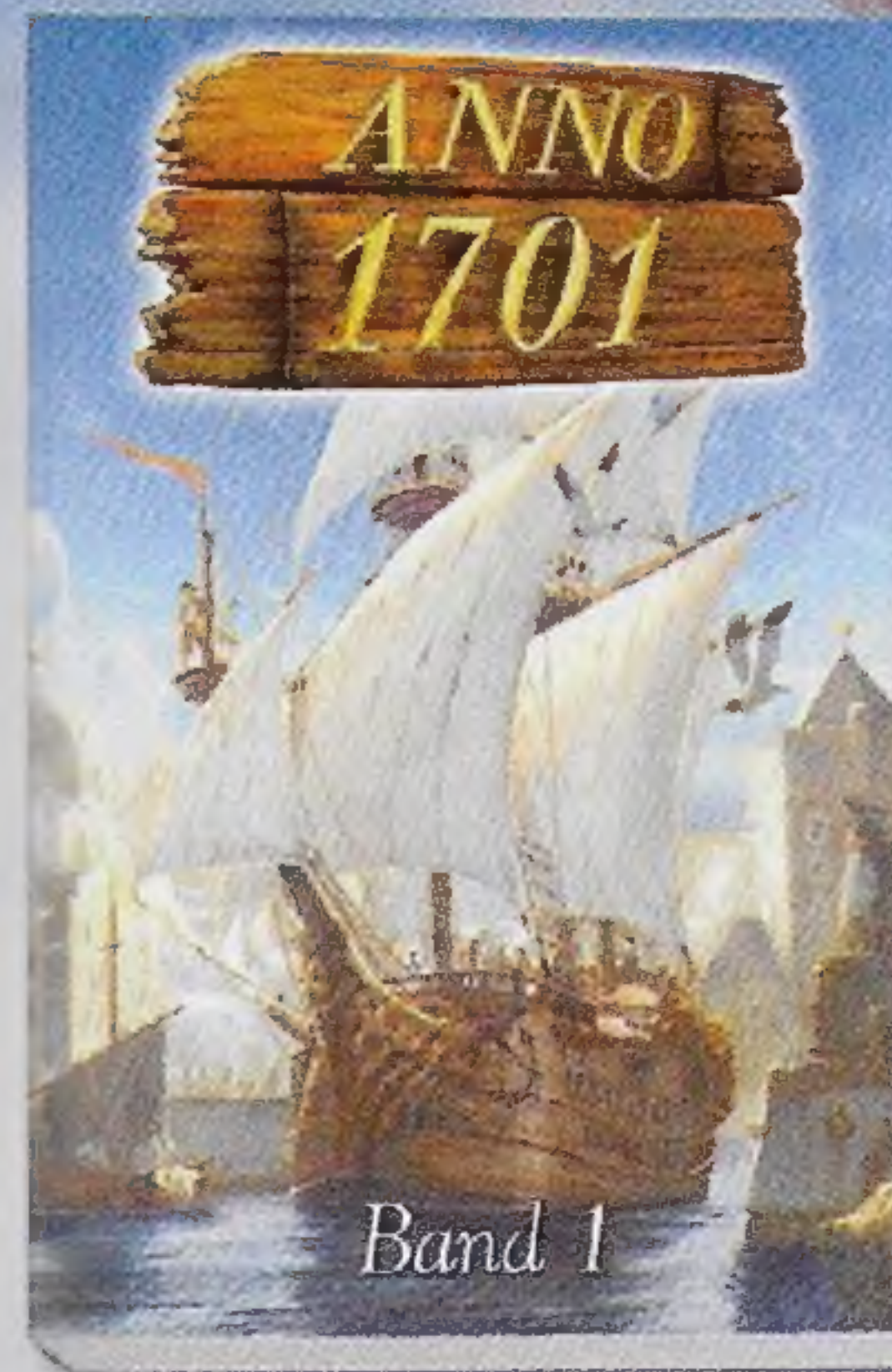Q: How can I set computer opponents in endless game mode?

A: You choose your computer opponents by touching the black portrait windows with white question marks (to the right of the player portrait) with the touch pen. (see chapter 4.2.1)

Q: Questions during the game?

A: The question mark at the bottom of the screen will help you at any time if you have questions about the menu or problems with the current selection. The question mark in the building menu will help you if there is a problem with that building by giving you helpful tips on how to solve the problem.

Note: By pressing the "Start" button you can access the ANNOpedia ultimate – ANNO 1701 reference work at any time!

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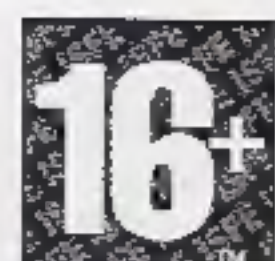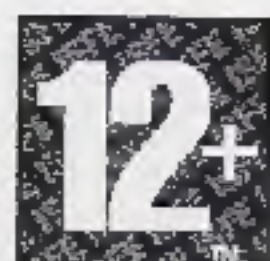
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age:

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Descriptors:

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the content:

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LANGAGE
CHOQUANT

DISCRIMINATION
DISCRIMINATION

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DRUGS
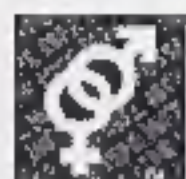
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JEUX
D'ARGENT

FEAR
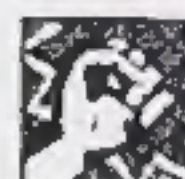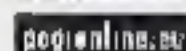**EPOUVANTE**

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